II Die Ber für Leis Rown Hab EAST - [9688694b.wsp:1] -3 L19: -3 L13: .. **43** L23: -3 L21: - 5 L20: - 3 L18: - 50 L17: -\$3 L16: -20 L15: ~**3** 110: € 15: ∴**5**3 L14: 112: .. 😒 L11: . 67 G .. **3** 17: ∵**\$** 14: ±212: 818 .9T 🐼 Z L3: ₹ L1: n ∷ (32) (32) 2 and ((determine or identify or indicate) adj5 (type or catagory or category (3) 7 and loyalty (13) 5 and (purchases or activity or activities or transactions or behavior or nat (13) 4 and ((buyer or customer or client or consumer) adj2 (segment or category of (40) 1 and (customer adj2 (request or inquiry or question)) (11) 6 and (profit or profitability) (28) 3 and ((account adj2 data) or (account adj2 information)) (1693) (tailor or tailored or custom or customized or target or targeted) adj2 (i) 9  $\hat{\Box}$  $\widehat{\mathbb{H}}$ 9 9 Document ID 3 and request 14 and 14 and 14 and 14 and ((customer or client or consumer or buyer or purchaser) adj3 (response 15 and ((customer or client or consumer or buyer or purchaser) adj3 (request 14 and request 11 and (resquested) 11 and (resquest) 10 and (respond or response) 8 and request 6611811 14 and 14 and 8 and (respond or response) ("6611811").PN. (computer adj5 interface) (gui or (graphical or user or interface)) (computer adj2 interface) (graphic) В1 (account) 20030826 Issue Date Pages 188 accumulating marginal Method and system for 705/14 Current OR Current XBef Retrieval C 705/16 or enticement or encouragement or bustomized or target or targeted) advantageous or bonus or gift or induce l4 and (tailor or tailored or custom notivation or motivational or advantage ntice or encourage or spur) incentive incentivise or motivate or 198 | Useat us egrub, eed jag derwestigh ing teb 1-28-04 1-28-04 事技術である guera Gex Deaton, 数で4 増ま Inventor David W. ec V Bust V tigfight all tak 2 য w a n